

THE OFFICIAL STRATEGY GUIDE FROM MILLENNIUM PUBLICATIONS!

AKUJI™

THE HEARTLESS

CRYSTAL
DYNAMICS

FREE
SAMPLE

DO YOU DO VODOO?

THE OFFICIAL AKUJI THE HEARTLESS STRATEGY GUIDE!

AVAILABLE THIS DECEMBER AT FINE RETAILERS EVERYWHERE!

COCYTUS

THE RIVER OF SOULS

"The pain of a heart wrenched from my chest is almost impossible to bare. Only the hatred for the flickering soul of my damned brother and his evil machinations saves my spirit... I enter the afterlife unwillingly."

the first excerpt from Akuji's sacred scribes

SIR STANLEY WINTHORPE-SMYTHE'S FIRST JOURNAL ENTRY

Ancient marshlands and crystal waterfalls provide a top-notch banquet of items, easy-to-kill critters to carve up and other minor distractions to overcome in your journey to the spirit gate. Once the rivers are negotiated and the Hint Tablets struck, read and digested, the haughty Guede of this unfortunate world, Baron Samedi, awaits.

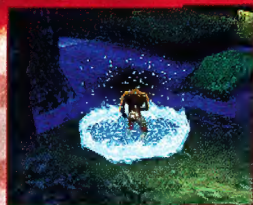
TRAVERSE THE RIVERS TO REACH A SPIRIT GATE...

You begin your journey of vengeance against your vile brother in Cocytus. As your empty chest beckons you forth, motivating you like a phantom engine of hate, use the techniques available to you to surpass all dangers that lurk in this limbo.

1. TURN AROUND and grab the three mystically weightless voodoo dolls behind you. The ambient voice of Keshe will come to you from a dimension unknown informing you that 100 dolls brought together will increase your body's physical strength, enabling you to withstand more of the underworld's relentless punishment.

2. ROUND THE CORNER and hop on top of the ledge, then destroy the territorial pillar there with your claws. A purple skull will rise through the ashes. This is the source of the "Fire Burst" spell, and your spell display in the bottom right will fill up to fifty Fire Burst blasts when you consume the energy from the skull by touching it.

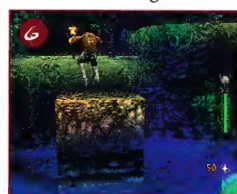
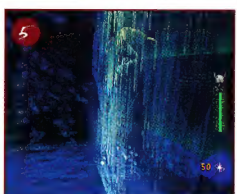
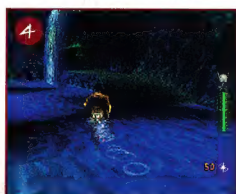
3-5. DROP DOWN into the slow-moving river. Hit the hint block floating above a



A MAGICAL WARP BRINGS AKUJI INTO COCYTUS. COLLECT ALL OF THE SOULS AND EXIT FROM THE WARP GATE AT THE END OF THE LEVEL.

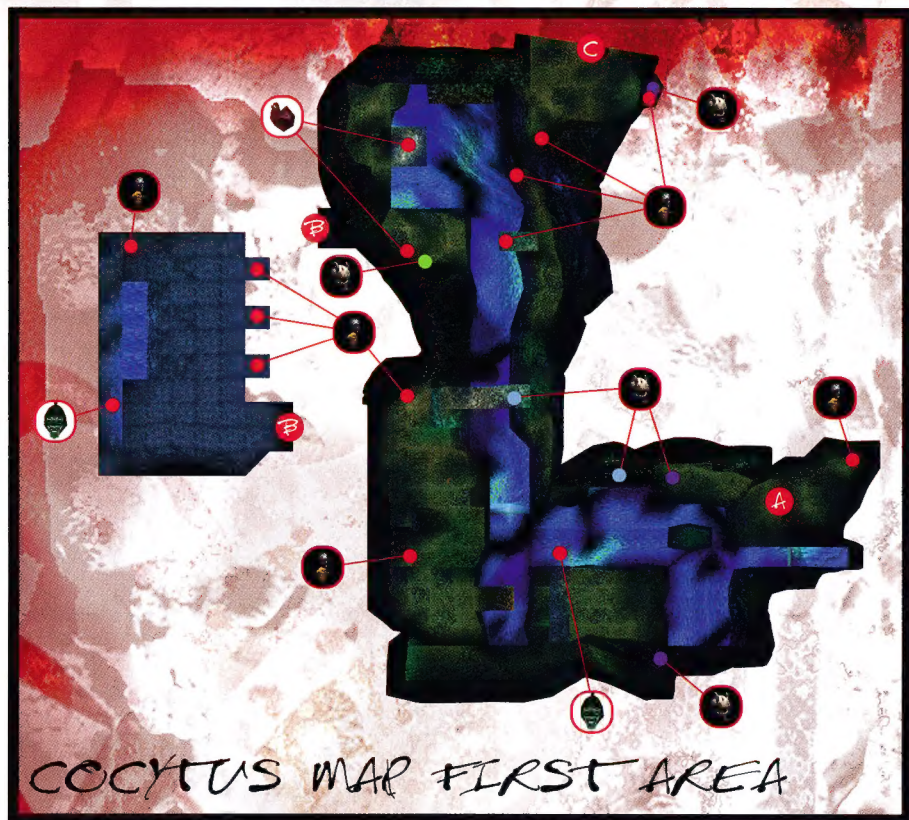


1. COLLECT EVERY VOODOO DOLL AND ENJOY THE BENEFITS OF AN EXTENDED ENERGY BAR.
2. ONE SLASH OF AKUJI'S CLAWS WILL SHATTER THE VARIOUS TOTEMS THAT LITTER EACH STAGE. GET THEM ALL!
3. HINT STONES ALLOW YOU TO AVOID READING THROUGH THE GAME MANUAL. DIVE RIGHT IN!
4-5. AKUJI DOESN'T HAVE TO WORRY ABOUT DROWNING IN THIS ADVENTURE. SEARCH EVERYWHERE FOR TOTEMS.



Soul Seekers will end the curse of the unliving...

Guide to Level 1



small piece of dry land peeking out of the River of Souls. Follow its calm current to the raised rock formation below the waterfall. Within the dank alcove behind the falls is a wicker basket, which releases a gray skull when destroyed at your hands. This will imbue your spirit with the power to cast 20 "Soul Seekers."

6. CROSS TO THE other side of the river and sprint between two skull lights. Hop onto the block in the



7-9. YOUR FIRST ASSAULT IN THE AFTERLIFE. THIS SLIMY BLOOD WORM LOOKS MENACING BUT WILL SHRED IN SECONDS UNDER AKUJI'S RELENTLESS CLAW ASSAULT. SWIFTLY COLLECT THE AZURE SPHERE, YOUR REWARD FOR YOUR FEROCITY.

10. TURN TO THE LEFT AND CHECK OUT THE SURROUNDINGS FOR ANY HIDDEN ITEMS BEFORE PROCEEDING ONWARDS.

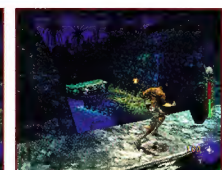
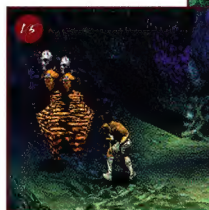
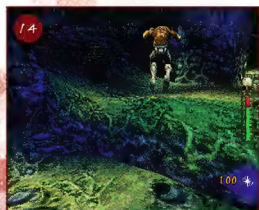
water and from there onto the higher rock formation nearby.

7-9. ONE OF THE roots of all evil will burst from the damp ground. Charge in with blades in a blur in between the worm's thrashing attacks, and slice it into a bloody mess. Grab the azure sphere symbol that rises from its rapidly decaying carcass. Once you have managed to collect 100 of these spirit spheres your strength will broaden by one life force.

10-13. HOP ONTO Hop onto the ledge to the left then round the precipice until it comes to an end at a decorated pole. Splinter the shaft and collect

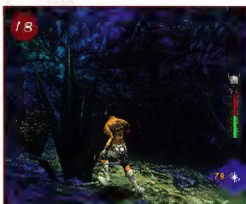
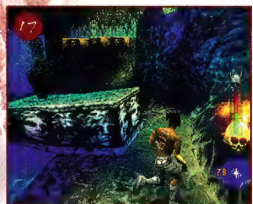


11. A VOODOO SPELL AWAITS AT THE TOP OF THIS RAMP.
12-13. BARON SAMEDI HAS INSTRUCTED AKUJI TO FIND HIS ANCESTORS IF HE WISHES TO RETURN TO MAMORA. HERE LIES THE FIRST OF THE FOUR.
14-15. AKUJI MUST NOW CONTINUE NORTH TOWARDS THE SPIRIT GATE. DON'T FORGET THOSE VOODOO DOLLS ALONG THE WAY!



BEFORE YOU JOURNEY ON TO THE MORE DIFFICULT AREAS OF THIS ZONE, MAKE SURE YOU'RE ABLE TO PERFORM VARIOUS MOVES, SUCH AS GRABBING ONTO THE TOP LEDGE OF A BLOCK AND PULLING YOURSELF UPWARDS. YOUR UPPERCUT IS ALSO A VALUABLE TOOL FOR RIPPING THROUGH THE DRAGONFLIES THAT BUZZ CONSTANTLY ABOUT.

Only the ancestors can give Akuji full access to Nave...



the violet cranium formed from its energy. Make your way back without falling off the edge, but be sure to take the path to the right for a very special pole present. Within the pole suspended atop this platform is the first of your evil ancestors' souls (picture 13). These are vitally important to the fulfillment of your quest.

14-16. RETURN TO THE place of the putrid plant. From here, jump onto the raised ledge to the right. Break the vase for a few voodoo dolls, and then proceed further. You find a vase, and a hint block. Take the dolls from the vase and read the helpful hint inscribed on the rotating slab.

17. NEXT, HOP ATOP the bridge nearby. Bust the vase unveiling a



20. AKUJI'S ATHLETIC ABILITY STEMS FROM YEARS OF PROFESSIONAL POTATO SACK RACING. THE STRENUOUS EXERCISE OF THIS TRADITIONAL EVENT BUILDS CALF AND THIGH MUSCLES TREMENDOUSLY.

increase your "Soul Seeker" energy. Now leap off the bridge and run to the left.

18-19. ANOTHER PESTILENT root

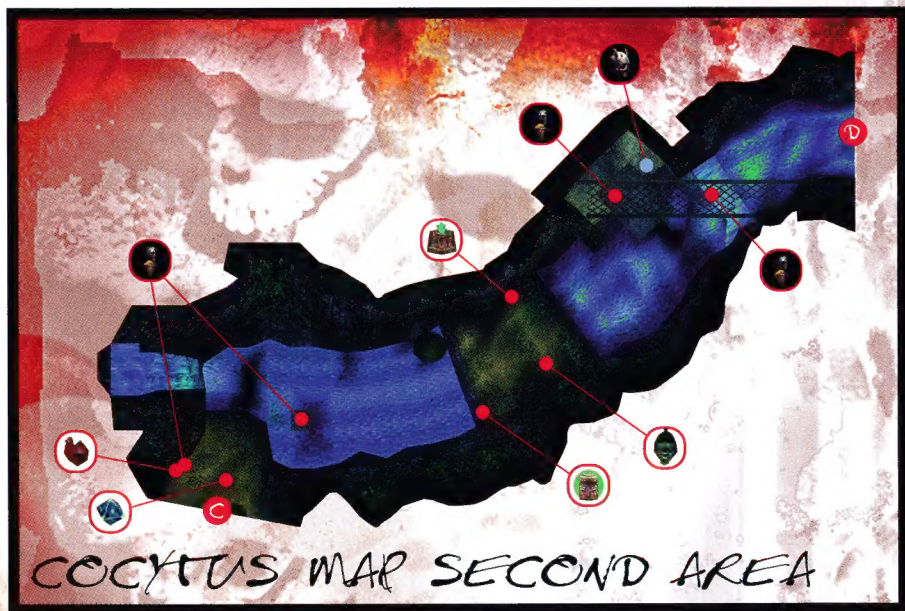
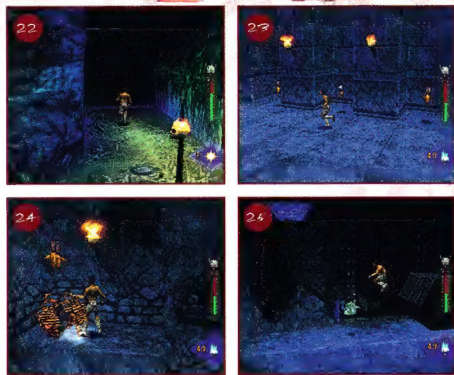
Guide to Level 1

will spring from the soaked ground. Remove it from this realm! You will now come upon a vase on a severed bridge. Ignore it for now and break the withered vase hidden behind the large palms of a swamp plant (it is just past the bridge). Grab the doll from it then hop onto the bridge, break the vase there, then grab another doll.

20-21. JUMP FROM the edge of the bridge to the dry section across from it. Dash up to the pole and vase and break them both. A green skull will come from the small pillar; this will empower you with the ability to cast "Doom Blast" spells. Within the vase is a heart (not yours though), grab this to heal the wounds you have acquired.

22-23. NOW ENTER the foreboding moss-lined cave straight-ahead, a machine room of the strange mill working outside. Walk to the left, but be prepared to fight an ethereal priest from the crystal clear body of water. These enemies are many in the underworld and are formidable opponents, but not in the areas of intelligence or avoidance. They take huge swings with bladed staff, which in turn remove large chunks of Akuji with them when they hit. Be sure to either stay out of range and use spells, or keep him reeling during in close fighting; so that you avoid the unforgiving sharpness of his sickle.

24-25. NOW GET the voodoo dolls in the inset portions of the wall. You must know jump on top of the platform across from the last doll. Bust open the vase and snatch the contents for yourself. Bound up to the upper ledge and make your way to the left, by the huge corroded pistons, to the oversized brake





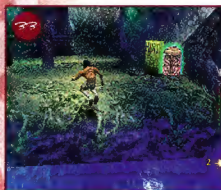
pedal on the other side. Collect the scarred soul of one of your ancestors then push firmly against the suspended pedal to stop the loud mill outside. Thus making a makeshift staircase.

28. EXIT THE large hall and jump up the teeth of the gear. Grab the health atop the slab of stone, or use the brownish ledge to cross.

29-31. YOU HAVE now reached the halfway point

for this level. There is a diamond here which stores a copy of your mental, physical, and spiritual state until this point. You have to swipe it but first you have a large, clumsy bird to battle. Beat it with spells or by the steel of Akuji's unstoppable blades.

32-34. TAKE DOWN the over-sized dragonfly. Jump onto the riverside and grab the Loa Stone then hit the hint slab beside it. The Loa Receptacle is the halo-ed altar behind the large blood root that is currently making grimacing faces at you. Rip you way past it, or through it, then place the Loa Stone in its receptacle.



34. A BLOOD WORM GUARDS THE ALTAR FROM INTRUDERS. PAH! THESE PUNY MAGGOTS ARE NO REAL THREAT... UNLESS YOU'RE A GAMING CRETIN!



31. DOLLS ARE CONTINUOUSLY PROVIDED FOR YOUR COLLECTION ENJOYMENT.
32. THE MAGICAL LOA STONES ARE THE EQUIVALENT TO KEYS AND ARE ESSENTIAL FOR PROGRESS. IF YOU FIND AN ALTAR, THEN A LOA MUST BE NEARBY!



Forget ye not the hidden Voodoo dolls atop the bars!



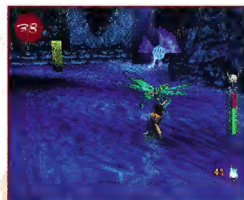
35. IMMEDIATELY AFTER the Loa Stone is in place and the gate begins to open, another arterial root will burst from the ground within striking distance! Quickly spring into action!

36. SPLATTER YOUR way over the remains of your attacker to the dimly lit vase. Within is a misguided soul of one of your deviant ancestors. Now pass through the gate, slicing the two dragonflies.

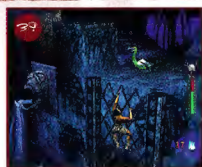
37. BOUND OVER the raised stone dock's sidewall. Hit the hint slab on your way to the hanging net. Hop to the post, leap atop the bars for hidden dolls, then break the post for the spell.

38. GRAB THE two voodoo dolls while en route then drop off the net above the waterfall. Make your way against the current to the two dragonfly brigade near a large temple wall.

39. CLIMB UP the net attached to the wall. At the top, you may see one of those grotesque birds. You can either kill it with spells now or rip it apart later when you drop into the garden. Whatever the choice, it must DIE!



Guide to Level 1

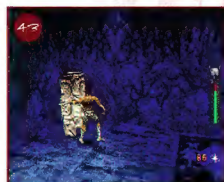
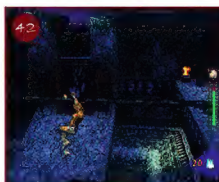


40-41. TURN TO the right and hop onto the broken pillar with the hovering voodoo doll above it. Follow the broken pillar road to the ledge to the right. Jump to the bal-

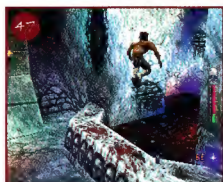
cony and run to the switch at the other end.

42-43. YOU WILL notice a vine covered cable going from this balcony to another. Leap up to it and Akuji will slide across. Run to the right. Break the vase for voodoo dolls, and the small decorated pole at the very end for another ancestor soul. Now enter the temple.

44. YOU ARE now in the main hall of a sadistic



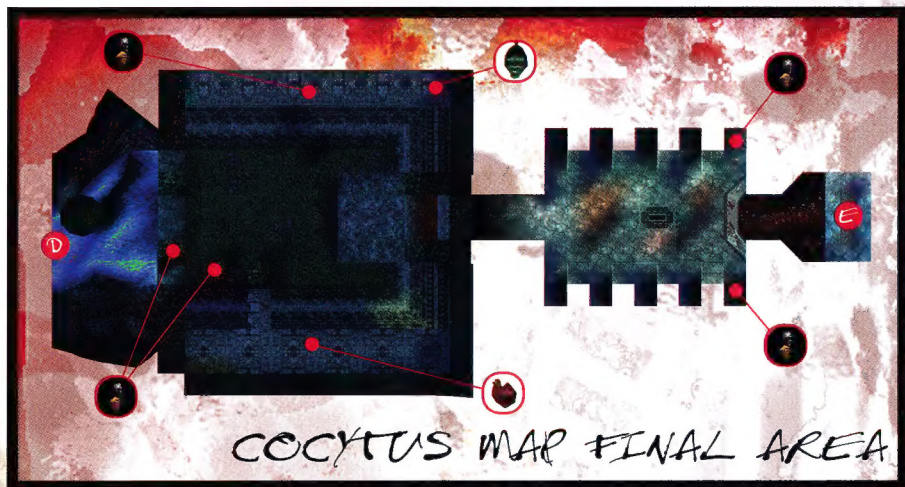
44. SHROUDED CULTISTS APPEAR FROM THE ETHER CLUTCHING HUGE SICKLES OF UNENDING WOUNDING! BREAK OUT ANY REMAINING SPELLS AND LET RIP!



place of worship. There is a blue block in the middle of the room. Push it, but on the way to it, two death priests will appear. Use any remaining spells on these two since they are the last enemies on the

level (Doom Blast is a good choice if you have it). If you take them on in a claw-versus-sickle showdown, be very aggressive so that they cannot get too many hits on you.

45-47. NOW COLLECT the dolls from the two vases in the room. Push the blue block forward if you have not already. Then finish it all off by wading through the pool of blood on your way into the azure gate of spirits.



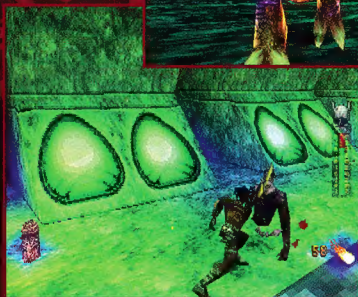
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